FIG. 1

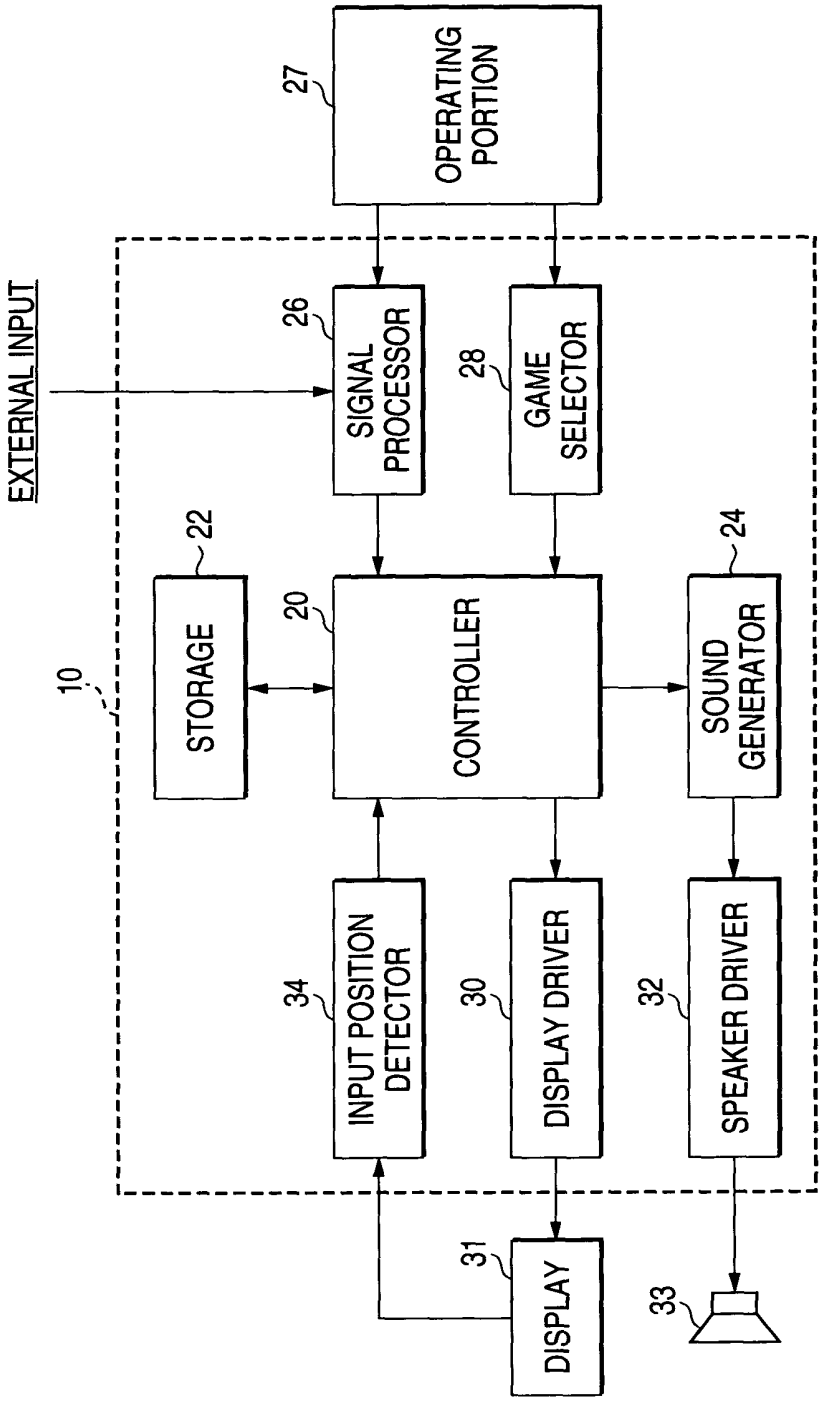

27
OPERATING PORTION
EXTERNAL INPUT
26
SIGNAL PROCESSOR
28
GAME SELECTOR
22
STORAGE
20
CONTROLLER
24
SOUND GENERATOR
10
34
INPUT POSITION DETECTOR
30
DISPLAY DRIVER
32
SPEAKER DRIVER
31
DISPLAY
33

FIG. 2

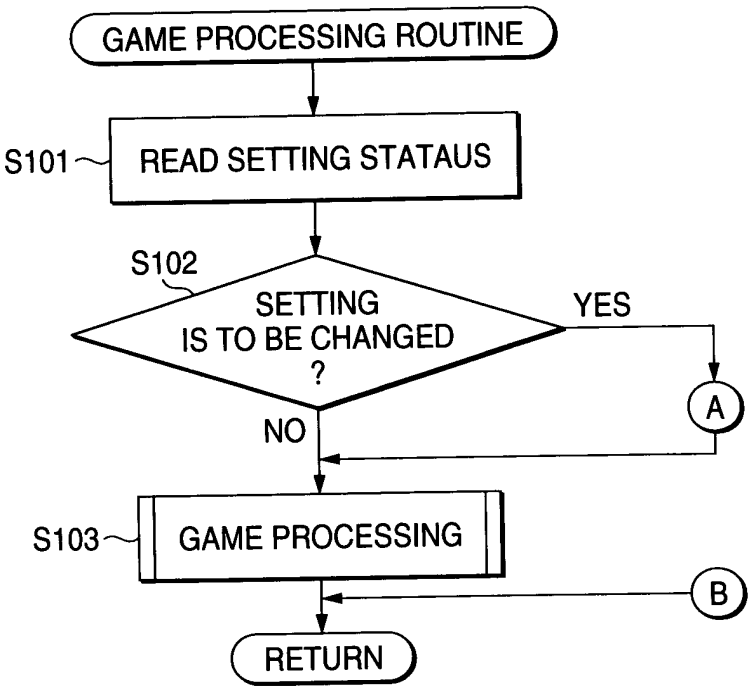

GAME PROCESSING ROUTINE
S101
READ SETTING STATAUS
S102
SETTING IS TO BE CHANGED ?
YES
A
NO
S103
GAME PROCESSING
B
RETURN

FIG. 3

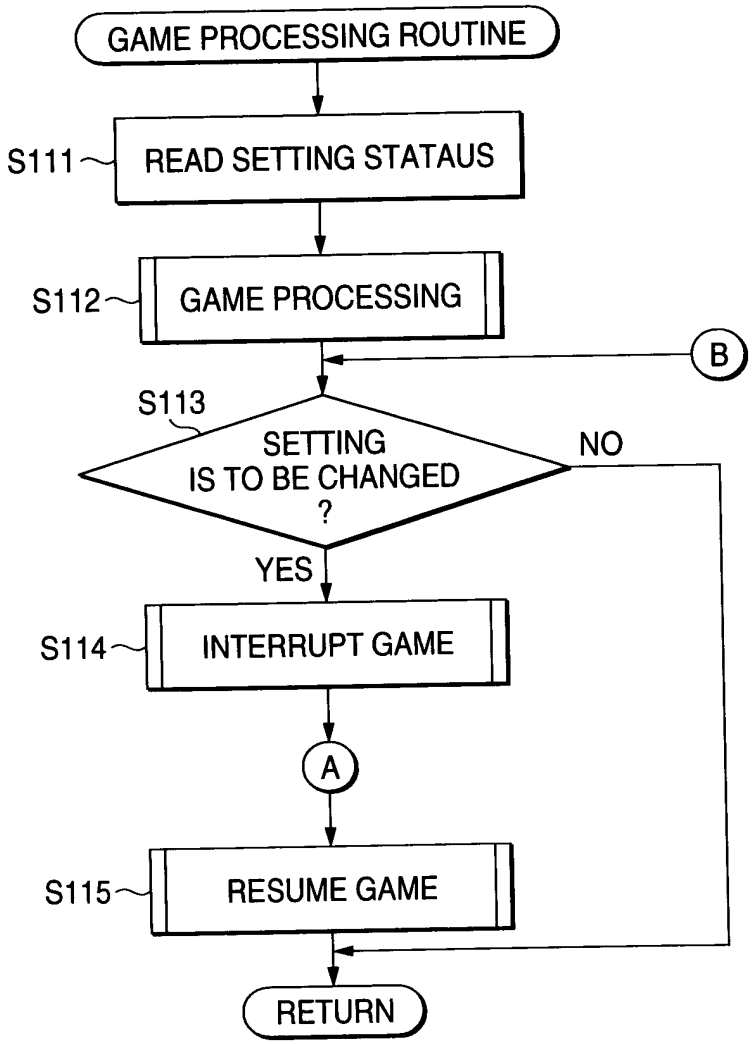

GAME PROCESSING ROUTINE
S111
READ SETTING STATAUS
S112
GAME PROCESSING
B
S113
SETTING IS TO BE CHANGED ?
NO
YES
S114
INTERRUPT GAME
A
S115
RESUME GAME
RETURN

FIG. 4A

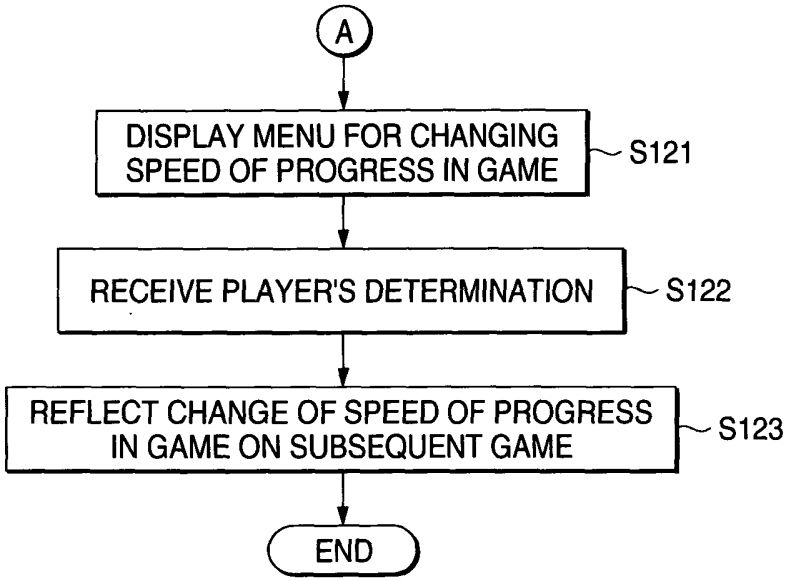

A
DISPLAY MENU FOR CHANGING SPEED OF PROGRESS IN GAME
S121
RECEIVE PLAYER'S DETERMINATION
S122
REFLECT CHANGE OF SPEED OF PROGRESS IN GAME ON SUBSEQUENT GAME
S123
END

FIG. 4B

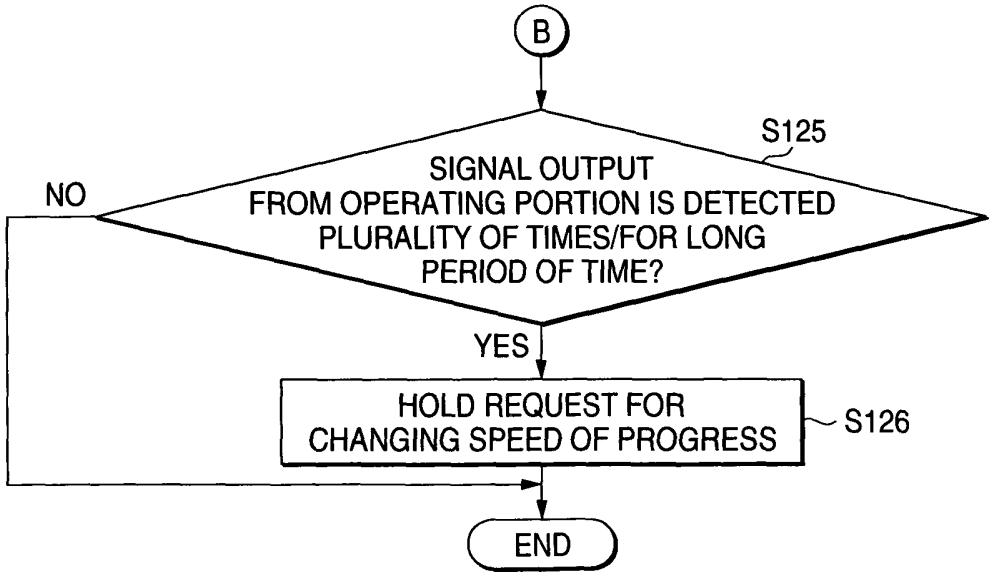

B
S125
SIGNAL OUTPUT FROM OPERATING PORTION IS DETECTED PLURALITY OF TIMES/FOR LONG PERIOD OF TIME?
NO
YES
HOLD REQUEST FOR CHANGING SPEED OF PROGRESS
S126
END

FIG. 5

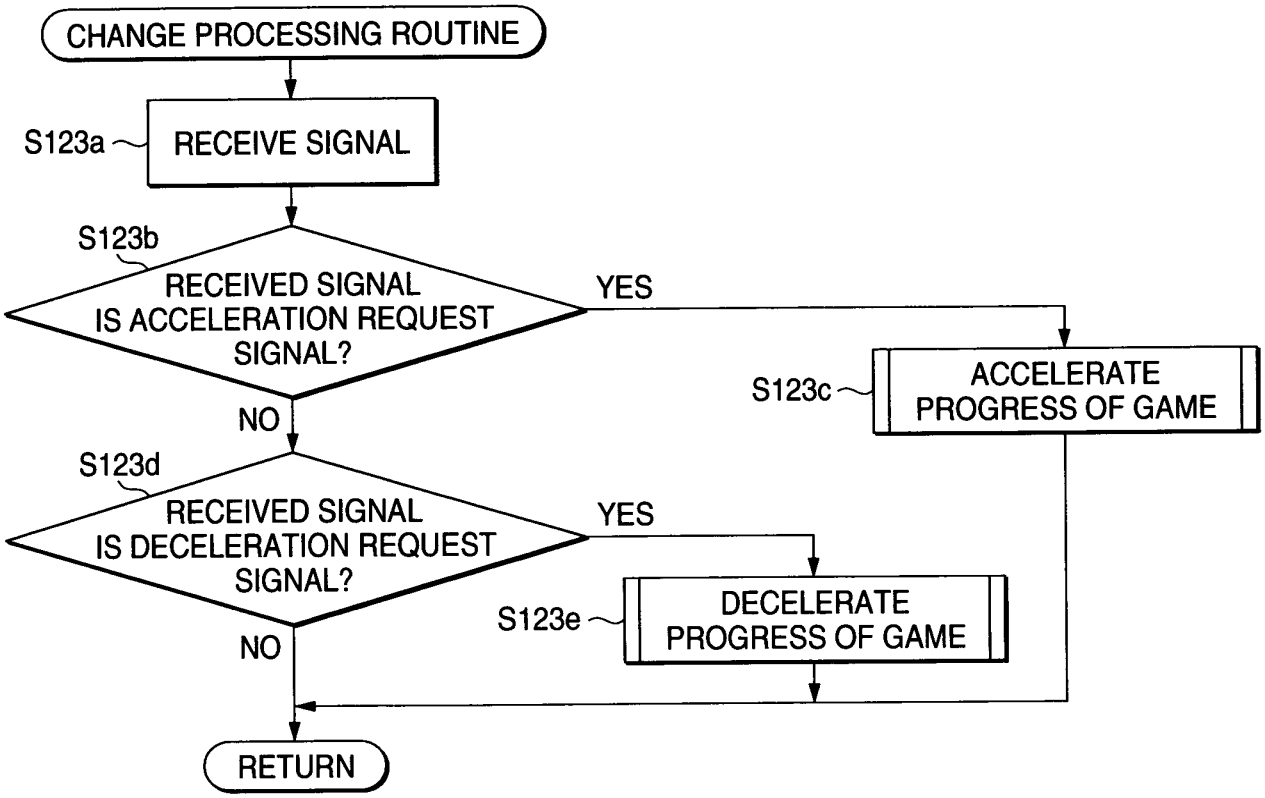

CHANGE PROCESSING ROUTINE
S123a
RECEIVE SIGNAL
S123b
RECEIVED SIGNAL IS ACCELERATION REQUEST SIGNAL?
YES
S123c
ACCELERATE PROGRESS OF GAME
NO
S123d
RECEIVED SIGNAL IS DECELERATION REQUEST SIGNAL?
YES
S123e
DECELERATE PROGRESS OF GAME
NO
RETURN

FIG. 6

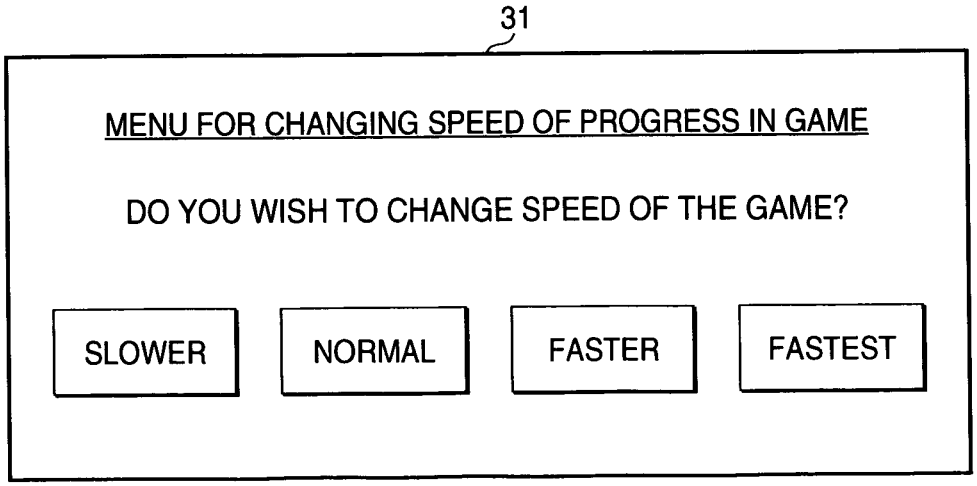

31
MENU FOR CHANGING SPEED OF PROGRESS IN GAME
DO YOU WISH TO CHANGE SPEED OF THE GAME?
SLOWER
NORMAL
FASTER
FASTEST

FIG. 7A

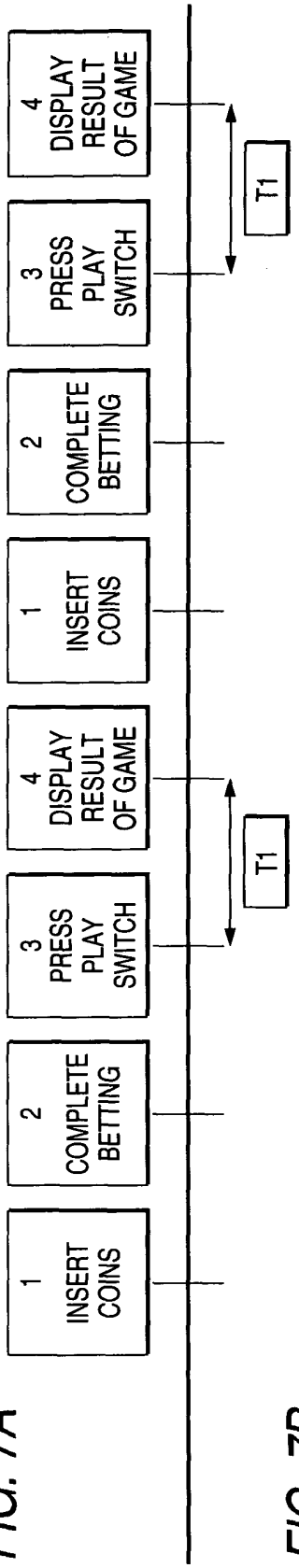


FIG. 7B

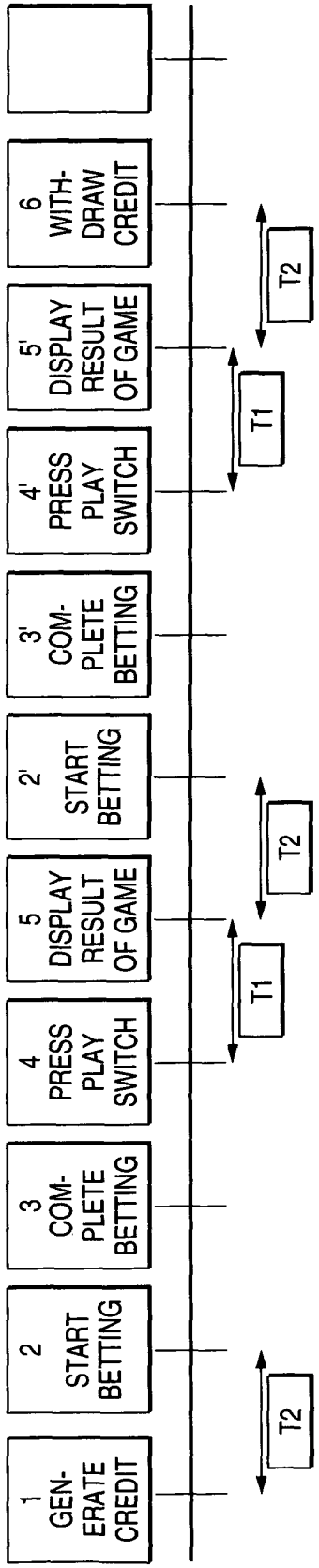


FIG. 7C

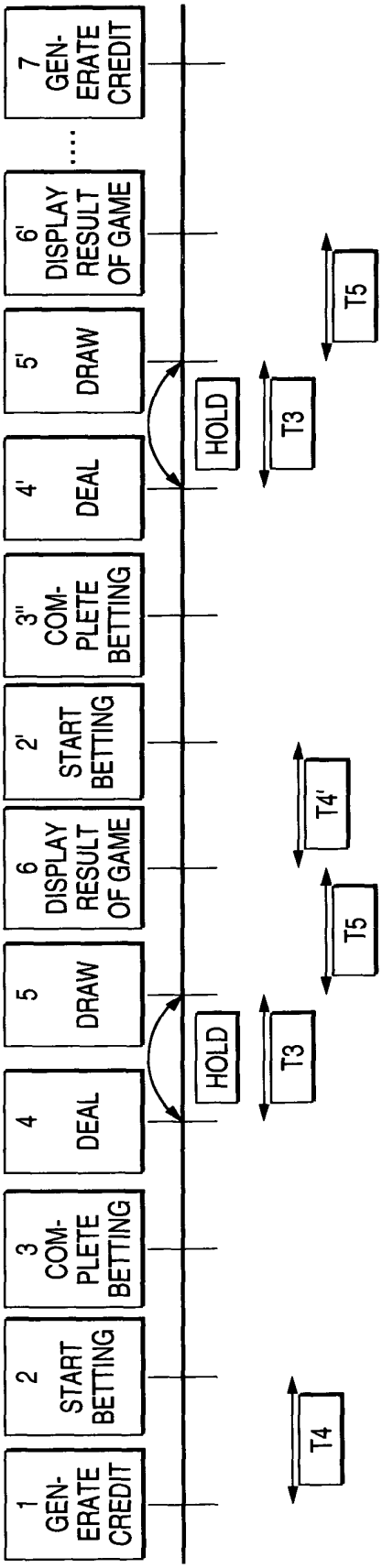
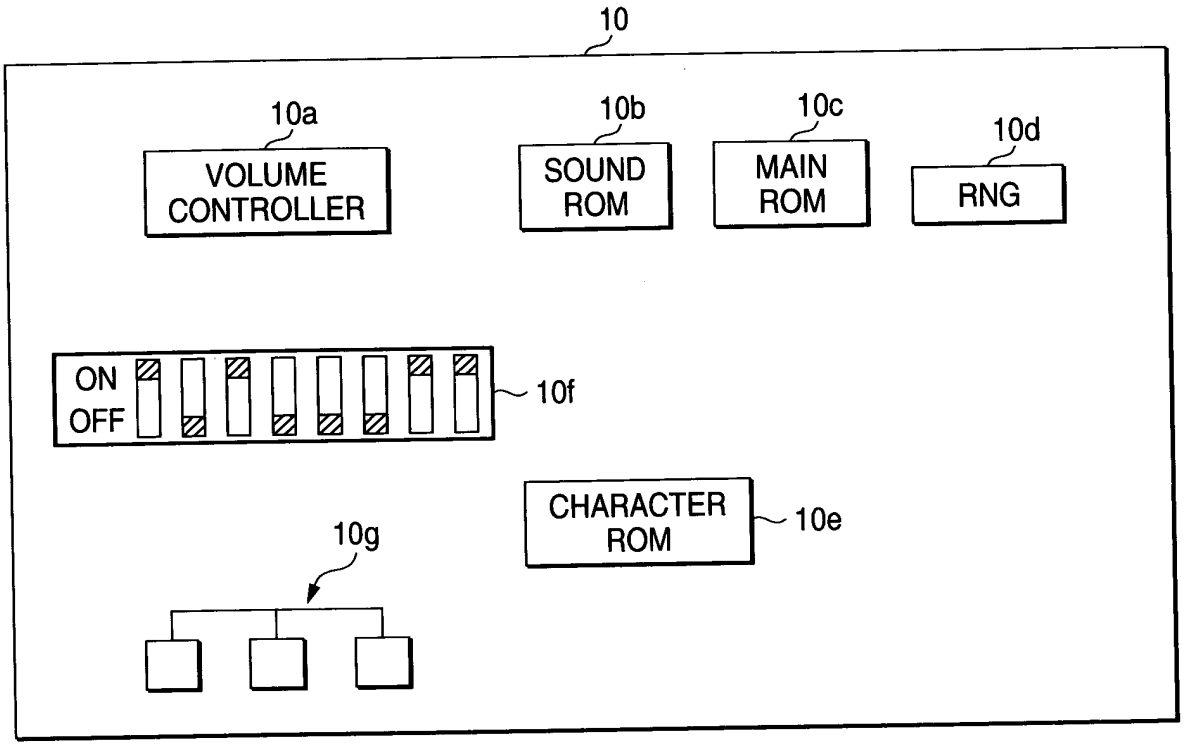


FIG. 8


10
10a
VOLUME CONTROLLER
10b
SOUND ROM
10c
MAIN ROM
10d
RNG
ON
OFF
10f
CHARACTER ROM
10e
10g